GMS CRISIS CORE CATALOG

By
Maria Lopez

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Playtesting by
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— POWERED BY —

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WHAT THIS IS

OVERVIEW

The GMS Crisis Catalog is an expansion to the base catalog of GMS gear available to all players at LL0. It is designed so that there is at least 2 of every class of main weapon, and 1 of every kind of Auxiliary and Heavy weapon. There is additionally 2 new short-ranged superheavy weapons. Weapons were designed with alternative feels in mind, to provide a suitable contrast within available weapons while still feeling the no-frills familiar GMS manufacturer we all know and love.

The catalog also features a set of grenades for players looking to pursue a grenadier playstyle or add additional utility to their load-outs. Finally, the Catalog includes a new starting frame for players, the Denali, a support-oriented frame aimed at sticking close to an ally, providing them support, and keeping them in the fight. Try it out with the new support and control systems aimed at granting allies OVERSHIELD or locking an enemy down, respectively.

Lastly, the Catalog features a set of sample mech builds for players to use right away, as well as a sample team support build meant for players to use collectively!

OUT NOW

An update on new accompanying releases to enjoy alongside the Catalog!

- *"Last Train to Paradise": A* plug-n-play mission with optional difficulty scalars and an optional bonus tail to the adventure with accompanying rewards for a real gun-slinging adventure. Saddle up with the Wanderers, and heed the call of the lost and needy on their perilous journey.

ON THE HORIZON

Look out for these upcoming third party products to be released to make use of or partner with the GMS Crisis Catalog!

- *"Homesick/feeling": A* plug-n-play mission with optional difficulty scalars and an optional bonus tail to the adventure with accompanying rewards for an adventurous mystery. Heed the words of the Primera, the First One, and fight off the corpo-mercenaries seeking to exploit your home and family.
- *Mondiary Protective Aggregate License*: a new manufacturer compiled together from a new, extra-Union system.
- Expect to see more plug-n-play missions and content on the Crisis Core Catalog Soon!

Anti-Ship Missile
Heavy Launcher, Arcing, AP, Loading
[15][2d6]

Nexus (Apex Hunter)
Heavy Nexus, Smart
[10][2d6]

Heavy Slug Shotgun
Heavy CQB, AP, Reliable 2
[7][1d6+3]

Recoiless Rifle
Main Cannon, AP, Loading, 1 (self)
[15][1d6+2]

Anti-Tank Guided Missile
Main Launcher, Arcing, AP, 1 (self)
[8][1d3+2]

Helios Nexus
Main Nexus, Smart
[5][1d3+2]

Fragmentation Launcher
Main CQB, Inaccurate
[3][1d3+2]

Autocannon
Auxiliary Rifle, AP, Loading
[10][1d3]

Grenade Launcher
Auxiliary Cannon, Inaccurate
[5][1][1d3+1]

Ultraheavy Combat Maul
Superheavy Melee, Knockback 4, Reliable 6
[2][2d6+5]

Deluge Missiles
Superheavy Launcher, Knockback 3, Reliable 4, 2 (Self)
[5][2d6+2]

Pattern-B Concussion Charges
2 SP, Limited 3, Unique

Expend a charge from this system for one of the following effects:

• Concussion Grenade (*Grenade*, 5, 2): All characters within the affected area must pass a **HULL** save or be pushed **2 spaces** away from the center on failure or **1 space** on a success.

• Concussion Mine (*Mine*, 2): All characters within the affected area are knocked back **2 spaces** and must pass a **HULL** save or be knocked **PRONE**.

Pattern-B Shock Charges
2 SP, Limited 3, Unique

Expend a charge from this system for one of the following effects:

• Shock Grenade (*Grenade*, 5, 1): All characters within the affected area must pass an **ENGINEERING** save. On a failure, they take **2** heat and are **IMPAIRED** until the end of their next turn. On a success, they take **1** heat and they are not **IMPAIRED**.

• Shock Mine (*Mine*, 1): All characters within the affected area must pass an **ENGINEERING** save. On a failure, they take **4** heat and are **JAMMED** until the end of their next turn. On a success, they take **2** heat and they are not **JAMMED**.

Micro-Maintenance Suite
2 SP, Shield, Quick Action, Unique

Two allied mech characters in line of sight and **SENSORS** gain **3 OVERSHIELD**.

The GMS Micro-Maintenance Suite activates spare motile ablative and fabrication modules commonly found in combat vehicles to proactive protect key components.

Systems Override
2 SP, Full Tech, Unique

Make a tech attack against a hostile character within **SENSORS** and line of sight. On a success, the target takes **4** heat and is **IMPAIRED** and **IMMOBILIZED** until the end of their next turn.

GMS wartime electronic assault packages typically focus on exploiting predicted and cataloged back doors common in mech systems.

GMS
DENALI

Support

All characters have access to the Denali from LL0 onward. This variant FRAME is not mutually exclusive with the EVEREST.

One of many militia-grade dual purpose civic and military chassis, the Denali chassis sees use among combined-force doctrine outfits and small scale militia-tier forces for its logistical and utilitarian merits and competitive armament.

CORE STATS

Size: 1
Armor: 0
HULL
HP: 10
Repair Cap: 5
AGILITY
Evasion: 8
Speed: 4

Save Target: 10
Sensors: 10
SYSTEMS
E-Defense: 8
Tech Attack: +1
SP: 7
ENGINEERING
Heat Cap: 6

TRAITS

FIELD SUPPLY
When you **STABILIZE** the Denali, adjacent allied characters may clear all **burn ( )**, clear one condition, or reload all weapons.

ALTRUISM
1/scene, When the Denali performs a **BARRAGE** or uses a **FULL TECH ACTION**, adjacent allied characters may **STABILIZE** as a reaction, even if they would not normally be able to take reactions.

REPLACEABLE PARTS
While resting, the Denali can be repaired at a rate of 1 **REPAIR** per 1 structure damage, instead of 2 **REPAIRS**.

MOUNTS

FLEX MOUNT

FLEX MOUNT

CORE SYSTEM

AUTO-LOGISTIC COMP/CON

Force Multiplier
Full Tech

Choose an adjacent allied character. They gain 1 of the following benefits until the end of their next turn as long as they remain within **SENSORS** and line of sight:

-They ignore **INVISIBILITY** and **HIDDEN** and gain +1 on their next attack.

-Whenever they take damage, they first gain 2 **OVERSHIELD.**

-They gain +1 on all checks and saves and hostile tech actions have a 50% chance to fail against them, granting them **IMMUNITY** to all its effects.

Each effect can only be used 1/scene on each character.

Optimizer
Active (1 CP), Full Tech

You and all allied mech characters in **SENSORS** and line of sight immediately clear all and **STABILIZE**. Allied characters affected by this action clear all conditions from outside sources and gain **IMMUNITY** to them until the end of their next turn. You may then use **FORCE MULTIPLIER** on one allied character in line of sight and **SENSORS** or end all ongoing hostile effects on that character.

PC SAMPLERS

EVEREST PILOT
LL0

CALL SIGN: Bullfrog
TALENTS: Juggernaut (I), Exemplar (I), Leader (I)
MECH: Bumbleweed (**EVEREST**)
[STATS]
HULL: 2 AGILITY: 0 SYSTEMS: 0 ENGINEERING: 0
HP: 16 ARMOR: 0 HEATCAP: 6 REPAIR: 6
TECH ATK: 0 SPEED: 4 EVASION: 8 E-DEFENSE: 8
SENSORS: 10 SAVE: 10 SIZE: 1
[MOUNTS]
MAIN: Shotgun
FLEX: Assault Rifle
HEAVY: Heavy Machine Gun
[SYSTEMS]
Personalizations, Pattern-A Smoke Charges x3, Rapid Burst Jump Jet System, Expanded Compartment

SAGARMATHA PILOT
LL0

CALL SIGN: Homework
TALENTS: Demolitionist (I), Vanguard (I), Heavy Gunner (I)
MECH: Crass Clown (**SAGARMATHA**)
[STATS]
HULL: 2 AGILITY: 0 SYSTEMS: 0 ENGINEERING: 0
HP: 14 ARMOR: 1 HEATCAP: 6 REPAIR: 5
TECH ATK: 0 SPEED: 4 EVASION: 8 E-DEFENSE: 8
SENSORS: 10 SAVE: 10 SIZE: 2
[MOUNTS]
MAIN: Fragmentation Launcher
FLEX: Pistol / Pistol
HEAVY: Heavy Slug Shotgun
[SYSTEMS]
Personalizations, Pattern-B Hex Charges x3, Pattern-B Percussion Charges x3, Expanded Compartment

CHOMOLUNGMA PILOT
LL0

CALL SIGN: Blinky
TALENTS: Hacker (I), Nuclear Cavalier (I), Infiltrator (I)
MECH: Moxie Grandma (**CHOMOLUNGMA**)
[STATS]
HULL: 0 AGILITY: 0 SYSTEMS: 2 ENGINEERING: 0
HP: 12 ARMOR: 0 HEATCAP: 6 REPAIR: 4
TECH ATK: +3 SPEED: 4 EVASION: 8 E-DEFENSE: 12
SENSORS: 15 SAVE: 11 SIZE: 1
[MOUNTS]
MAIN / AUX: Assault Rifle / Nexus (Light)
FLEX: Recoilless Rifle
[SYSTEMS]
Personalizations, Systems Override, Type-3 Projected Shield, Pattern-B Shock Charges. Manipulators

DENALI PILOT
LL0

CALL SIGN: Jingles
TALENTS: Drone Commander (I), House Guard (I), Spotter (I)
MECH: Busy Bellhop (**DENALI**)
[STATS]
HULL: 2 AGILITY: 0 SYSTEMS: 0 ENGINEERING: 0
HP: 16 ARMOR: 1 HEATCAP: 6 REPAIR: 6
TECH ATK: +1 SPEED: 4 EVASION: 8 E-DEFENSE: 8
SENSORS: 10 SAVE: 10 SIZE: 1
[MOUNTS]
FLEX: Rocket-Propelled Grenade
FLEX: Recoilless Rifle
[SYSTEMS]
Personalizations, Turret Drones x3, Micro-Maintenance Suite, Systems Override

EVEREST RIFLE
LL0

CALL SIGN: Stinker
TALENTS: Crack Shot(I), Engineer (I), Walking Armory (I) **MECH:** Quacks Like A Duck (**EVEREST**)
[STATS]
HULL: 2 AGILITY: 0 SYSTEMS: 0 ENGINEERING: 0
HP: 16 ARMOR: 0 HEATCAP: 6 REPAIR: 6
TECH ATK: 0 SPEED: 4 EVASION: 8 E-DEFENSE: 8
SENSORS: 10 SAVE: 10 SIZE: 1
[MOUNTS]
MAIN: Assault Rifle
FLEX: Autocannon / Autocannon
HEAVY: Anti-Materiel Rifle
[SYSTEMS]
Personalizations, Rapid Burst Jump Jet System, Turret Drones x3, Expanded Compartment

CHOMOLUNGMA GRENADIER
LL0

Call Sign: Phil
Talents: Siege Specialist (I), Nuclear Cavalier (I), Demolitionist (I)
Mech: Big Phil (**Chomolungma**)
[Stats]
Hull: 2 Agility: 0 Systems: 0 Engineering: 0
HP: 12 Armor: 0 Heatcap: 6 Repair: 4
Tech Atk: +1 Speed: 4 Evasion: 8 E-Defense: 10 Sensors: 15 Save: 11 Size: 1
[Mounts]
MAIN / AUX: Mortar / Grenade Launcher
FLEX: Grenade Launcher / Grenade Launcher
[SYSTEMS]
Pattern-B HEX Charges x3, Personalizations, Type-3 Projected Shield, PATTERN-B CONCUSSION CHARGES x3

EVEREST LOADING ROCKET
LL0

Call Sign: Puddles
Talents: Nuclear Cavalier (I), Stormbringer (I), Walking Armory (I)
Mech: Justice Is MIRV-ed (**Everest**)
[Stats]
Hull: 2 Agility: 0 Systems: 0 Engineering: 0
HP: 16 Armor: 0 Heatcap: 6 Repair: 6
Tech Atk: 0 Speed: 4 Evasion: 8 E-Defense: 8 Sensors: 10 Save: 10 Size: 1
[Mounts]
MAIN: Rocket-Propelled Grenade
FLEX: Anti-Tank Guided Missile
HEAVY: Anti-Ship Missile
[SYSTEMS]
Rapid Burst Jump Jet System, Type-3 Projected Shield, Pattern-A Smoke Charges x3

SAGARMATHA NEXUS GUNNER
LL0

Call Sign: Smokey
Background: Background
Talents: Centimane (I), Gunslinger (I), Heavy Gunner (I)
Mech: Be-Hive Yourself (**Sagarmatha**)
[Stats]
Hull: 2 Agility: 0 Systems: 0 Engineering: 0
HP: 14 Armor: 1 Heatcap: 6 Repair: 5
Tech Atk: 0 Speed: 4 Evasion: 8 E-Defense: 8 Sensors: 10 Save: 10 Size: 2
[Mounts]
MAIN: Helios Nexus
FLEX: Nexus (Light) / Nexus (Light)
HEAVY: Nexus (Apex Predator)
[SYSTEMS]
Personalizations, Turret Drones x3, Pattern-B HEX Charges x3, Custom Paint Job

SAMPLE TEAM

STEEL HOUNDS 1
LL0

CALL SIGN: Silky
TALENTS: Demolitionist (I), Vanguard (I), Heavy gunner (I)
MECH: Your Mother (**EVEREST**)
[STATS]
HULL: 2 AGILITY: 0 SYSTEMS: 0 ENGINEERING: 0
HP: 14 ARMOR: 0 HEATCAP: 6 REPAIR: 6
TECH ATK: 0 SPEED: 4 EVASION: 8 E-DEFENSE: 8
SENSORS: 10 SAVE: 10 SIZE: 1
[MOUNTS]
MAIN: Shotgun
FLEX: Fragmentation Launcher
HEAVY: Heavy Slug Shotgun
[SYSTEMS]
Rapid Burst Jump Jet System, Pattern-B Concussion Charges x3, Pattern-B Hex Charges x3

STEEL HOUNDS 2
LL0

CALL SIGN: Ratboy
TALENTS: Drone Commander (I), House Guard (I), Spotter (I)
MECH: Uglier Than Me (**DENALI**)
[STATS]
HULL: 2 AGILITY: 0 SYSTEMS: 0 ENGINEERING: 0
HP: 16 ARMOR: 1 HEATCAP: 6 REPAIR: 6
TECH ATK: +1 SPEED: 4 EVASION: 8 E-DEFENSE: 8
SENSORS: 10 SAVE: 10 SIZE: 1
[MOUNTS]
FLEX: Rocket-Propelled Grenade
FLEX: Recoilless Rifle
[SYSTEMS]
Personalizations, Turret Drones x3, Micro-Maintenance Suite, Systems Override

STEEL HOUNDS 3
LL0

CALL SIGN: Sparky
TALENTS: Duelist (I), Exemplar (I), Pankrati (I)
MECH: Universal Doorbell (**SAGARMATHA**)
[STATS]
HULL: 2 AGILITY: 0 SYSTEMS: 0 ENGINEERING: 0
HP: 14 ARMOR: 1 HEATCAP: 6 REPAIR: 5
TECH ATK: 0 SPEED: 4 EVASION: 8 E-DEFENSE: 8
SENSORS: 10 SAVE: 10 SIZE: 2
[MOUNTS]
MAIN: Tactical Melee Weapon
FLEX: Assault Rifle
HEAVY: Heavy Melee Weapon
[SYSTEMS]
Personalizations, Rapid Burst Jump Jet System, Pattern-A Smoke Charges x3, EVA Module

STEEL HOUNDS 4
LL0

CALL SIGN: Doc
TALENTS: Demolitionist (I), Siege Specialist (I), Walking Armory (I)
MECH: Law and Ordnance (**EVEREST**)
[STATS]
HULL: 2 AGILITY: 0 SYSTEMS: 0 ENGINEERING: 0
HP: 14 ARMOR: 0 HEATCAP: 6 REPAIR: 6
TECH ATK: 0 SPEED: 4 EVASION: 8 E-DEFENSE: 8
SENSORS: 10 SAVE: 10 SIZE: 1
[MOUNTS]
MAIN: Recoiless Rifle
FLEX: Mortar
HEAVY: Howitzer
[SYSTEMS]
Rapid Burst Jump Jet System, Turret Drones x3, Pattern-A Smoke Charges x3

STEEL HOUNDS 5
LL0

CALL SIGN: CheeseSteak
TALENTS: Hacker (I), Nuclear Cavalier (I), Leader (I)
MECH: Uninvited and Unrequited (**CHOMOLUNGMA**)
[STATS]
HULL: 0 AGILITY: 2 SYSTEMS: 0 ENGINEERING: 0
HP: 12 ARMOR: 0 HEATCAP: 6 REPAIR: 4
TECH ATK: +1 SPEED: 5 EVASION: 10 E-DEFENSE: 10
SENSORS: 15 SAVE: 15 SIZE: 1
[MOUNTS]
MAIN / AUX: Nexus (Hunter-Killer) / Nexus (Light)
FLEX: Mortar
[SYSTEMS]
Systems Override, Personalizations, Type-3 Projected Shield, Type-I Flight System

Text

-Steel Hounds 1: The Hammer

The CQB Everest uses its weapons to provide consistent damage output at range, threaten moving targets, and push forward against the enemy front-line to assist Steel hounds 3 and provide a consistent threat that npc's can't freely ignore. Demolitionist allows for placing obstructing Concussion or Hex mines more freely or throwing more disruptive mines on the enemy position without disrupting Steel hound's position. Steel Hounds 1 and 3 stick together and cooperate to ensure maximum effectiveness. Both of them share similar equipment and playstyles, making them ideal battle partners.

-Steel Hounds 3: The Anvil

The Melee Sagarmatha uses its bulk and high damage weapons to act as an additional threat and utility, as it's enhanced size allow it to more effectively grapple and ram opposing forces if the need arises to stop enemy movement or block off dangerous or effective enemy reactions like rebound or the Archer's many reaction attacks. Duelist and Pankrati provides additional consistency for Steel Hounds 3 and Exemplar provides increased consistency for your allies. Smoke charges a valuable utility tool for Steel Hounds 1 and 3 in protecting themselves. The Assault rifle provides a convenient ranged tool to deal with fast and nimble opponents. Steel Hounds should make sure not to leave themselves entangled in grapples for too long, as it shuts off their valuable reactions.

-Steel Hounds 2: The Safeguard

The Denali uses Field Supply and Altruism to keep the Steel Hounds 3's guns loaded, and Utilizing House Guard and Spotter for improved QoL and consistency for their artillery friend. It has a pair of hard hitting loading weapons for its own use in opportune moments, System's Override to shut down aggressive pushes on Steel Hounds 2 and 4's position, Micro Maintenance to top off Steel Hounds 1, 3, and 5, and Force Multiplier for anyone who needs it's vital support. Steel Hounds 2 plays a careful balance of evaluating the survivability of its allies and making sure they can keep performing well, so it will only see success if it makes use of all of its tools.

-Steel Hounds 4: The Bombardier

The Howitzer Everest packs multiple long range inaccurate or loading weapons; it's reliant on team support to function, but with team support, it's potential to effect the battlefield is vital in shaping combat by weakening or picking off enemies before they can become threats while staying out of range and out of sight. Steel Hounds 4 thrives from the control and team support provided, whether it be lock ons, prone enemies, attack re-rolling effects, or other common buffs. Steel Hounds 2 and 4 should stay near each other and well positioned to cover not just themselves, but their front-line and flanking allies, too.

-Steel Hounds 5: The Wild Card

The Chomolungma utilizes its flight system and Projected shield for heat management, protection, and positioning, keeping itself well defended at a distance, They utilize their potent tech options and nuclear cavalier to inflict dangerous Heat and status conditions on enemies attempting to approach it or its friends, Steel Hounds 5 can attack without line of sight via its mortar, or take care of evasive enemies like Hornets or melee units via its nexus weapons. Carefully utilize the powerful combination of Systems Crusher, Nuclear Cavalier, and Hacker to inflict dangerous heat, or Balance Control Lockout and Systems Override to pin down fast enemies. Steel Hounds 5 is flexible in position as long as they stay smart about denying the enemy forces valuable opportunities or movement, and keep a keen eye on who's approaching.